PlayStation®

NTSC U/C

PlayStation®

MATURE
M
CONTENT RATED BY ESRB

SLUS-00822
00822

SOUL OF THE SAMURAI

KONAMI®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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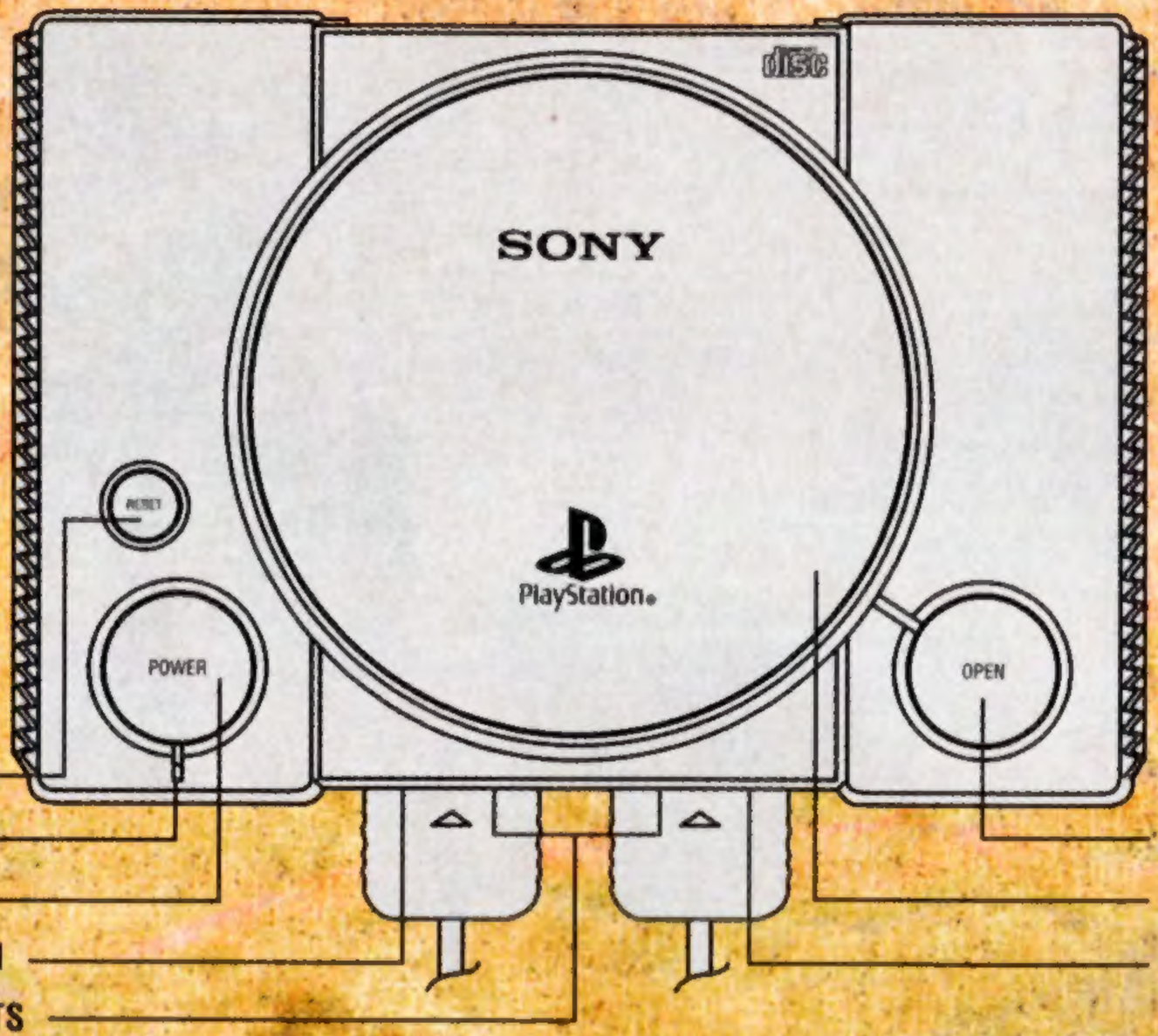
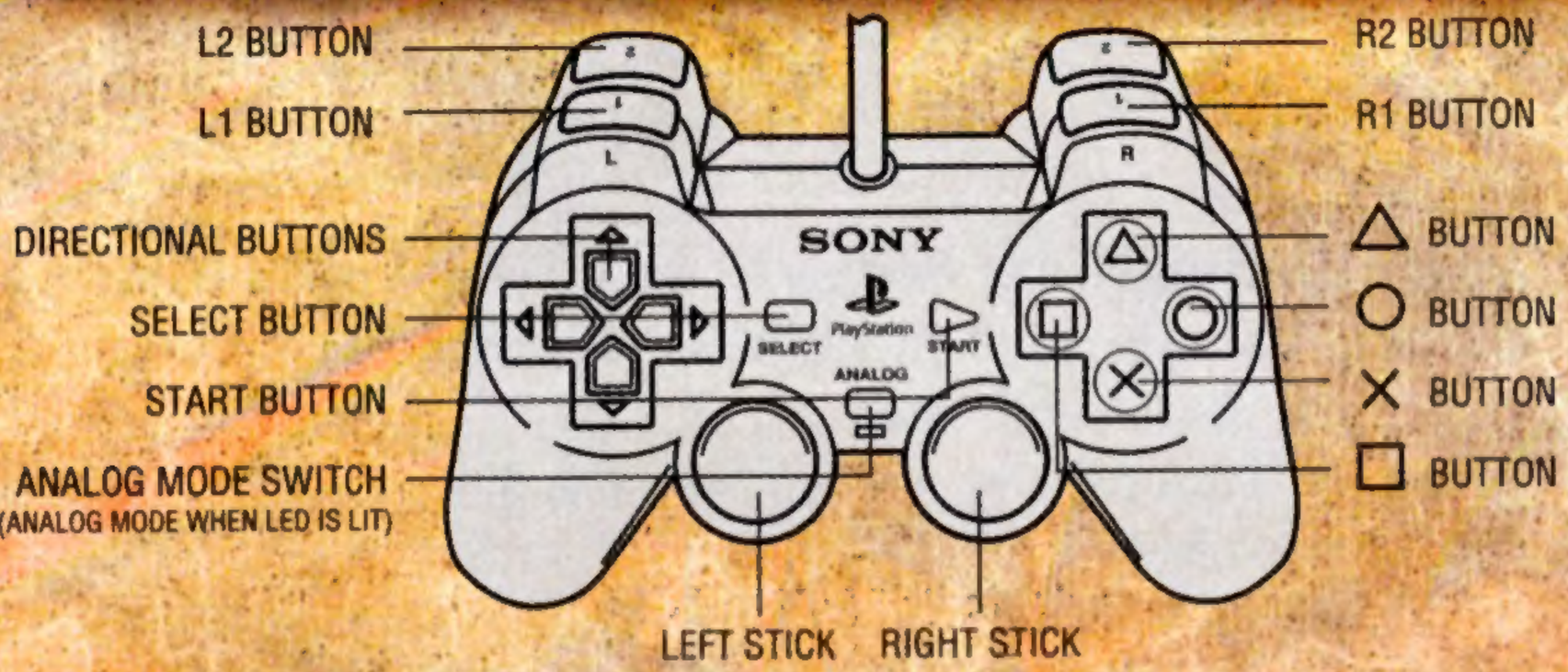
GETTING STARTED



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the SOUL OF THE SAMURAI disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

CONTROLS



NOTE: Compatible only in Digital and Analog mode

DUAL SHOCK™ analog controller

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined below.

- Be sure to verify that the game is set to analog mode (red LED lamp should be lit).
- You can toggle the vibration function ON and OFF in the Settings Screen (refer to Settings Screen on p. 7).

L2 button

- Selects an item for use by the O button during play.

L1 button

- Hold down the L1 button and press the Directional Keys to run in the indicated direction.

Directional Keys

- Character movement.
- Press quickly twice in the same direction for a short sprint.
- Cursor movement.

Left Stick

- Moves the character in relation to the screen. Pressing only slightly on the Stick causes the character to walk, while pressing harder causes the character to run.
- Press the Stick twice quickly in the same direction for a short sprint.
- Cursor movement.

Start button

- Opens the Status Screen.

Select button

- Opens the Menu Screen.
- Skips demo video.

R1 button

- Allows you to lock onto one enemy while pressed. When locked onto an enemy, you can guard against that enemy's attacks (only when sword is drawn).
- While locked onto an enemy by pressing the R1 button, you can move sideways in relation to the enemy using the Directional Buttons/Left Stick. Change which enemy you are locked onto by simultaneously pressing the R1 button and the Directional Buttons/Left Stick.

△ button

- Draw sword/sheath sword.

○ button

- Use items selected by the L2 button.
- Enter commands.

✕ button

- Jump.
- Cancel a command.

□ button

- Attack (only when sword is drawn).
- Talk (only when sword is sheathed).
- Look at item/pick up item.
- The buttons functions listed on this page are the default settings. You can change the function assignments in the Settings Screen (refer to Settings Screen, Explanation of Windows on p. 12).

Digital Controller

The button functions described here are the same for older controllers.

Legend of a Resurrection Art

Today we are not even certain the location of the ancient domain of Matsuna. However, there remains a legend that has been passed on through the years containing an oral tradition on the art of resurrection. "Tempt a man into madness, and a soul returning from the netherworld will bring a corpse back to life." Today it is believed that traditions remaining in other parts of the world resemble such forbidden arts as resurrecting the dead. It is said that when a leech-like creature possesses a man, it can abruptly change his mild temperament to a bloodthirsty and dangerous one. It is also said that if this creature enters a dead body, it will cause the body to behave as if it were alive. But we no longer have the power to learn exactly what happened in Matsuna so long ago.

Sword of Raksasa

The date is the first year of the Tenmei era (1781). It is a time in which the peasants are suffering from a famine and politics are steeped in corruption.

One day, a troopship loaded with gold ingots to be presented to the Bakufu disappears off the coast of Matsuna. The Bakufu sends in the chief of its spy group, Shinjiro of Tsubame, in order to check up on the affairs in Matsuna. Shortly after Shinjiro goes in, the Bakufu loses all contact with him. Quite concerned with the situation, the Bakufu decides to send in three more spies.

In the meantime, Lin, the younger sister of Shinjiro, has been ordered to stay behind in Edo. However, the anxiety over her brother's safety is too much for her and, disobeying orders, she slips into Matsuna alone.

6

At about this time, a ronin, Hiba Kotaro, who has been journeying around the country to gain instruction from the great masters, is now on his way back to his homeland of Matsuna to visit his parent's gravesite.

Starting The Game

After the Konami logo, a video clip is played and the Title Screen appears. Select NEW GAME, CONTINUE GAME, or OPTIONS using the Directional Buttons or Left Stick. Enter the selection with the X button. Press the O button to return to the previous screen.

New Game

Select NEW GAME to play a game from the beginning. Press the Start button after the opening video. A Character Selection Screen is displayed. Select the character of your choice and enter your choice with the X button.

Continue Game

Select Continue Game to continue playing a previously saved game using data saved on a Memory Card. Select the desired game using the Directional Buttons/Left Stick and enter your selection with the X button.

Options

Select options to modify game settings. Game settings can also be modified during play by pressing the Select button to open a menu (refer to Options Screen in Explanation of Windows, p. 12).

Saving A Game

Insert a Memory Card into memory card Slot No. 1 of your PlayStation game console (Slot No. 2 is not used). A game can be saved at the end of each stage or at save locations found during the game. Select one of the three haiku strips in the Save Screen and enter your selection with the X button to save all game data accumulated up to the present time. At this time, the current progress of the game is composed as a haiku poem and written onto the selected strip of haiku paper.

Save Locations

When you find a save location during the game, you can open the Save Screen by standing in front of the save location and pressing the square button. Blooming flowers found in the game indicate the save locations.

Warning

- *Never remove or reinsert a Memory Card during the saving or loading process.*
- *A minimum of one block of memory is required for saving a game.*

Reading The Game Screen

Understanding the normal game screen

❶ Health

Represents your character's health (hit points). The bar turns red when your player's health has reached a dangerous level. A purple bar indicates that your player has been poisoned.

❷ Mental gauge

Displays the mental strength of your player. The level of the gauge increases each time you defeat an enemy and decreases when you use a technique that requires mental strength or when you attack a townsperson.

❸ Experience gauge

The level of the gauge increases when you defeat an enemy, allowing you to learn a new technique each time the gauge reaches specific levels.

❹ Item box

The item box displays an item that can be used. When you press the O button during play, the item box displays the item that can be used at that time. A different item can be selected by pressing the L2 button during play or by arming your character in the Equipment Screen (see p. 13).

❺ Items

Items include medicines such as herbs or equipment found during play. A sack or a shining/glittering point indicates an item. To pick up an item, press the Square button.

❻ Save locations

At save locations, you can save data for game play up to the current point (refer to Saving a Game on p. 8).

❼ Companion's strength

At special points during the game when you are traveling with a companion, the companion's strength is displayed in the upper right portion of the screen.

Reading the Boss Character Game Screen

Boss's health gauge

During each stage of the game, a boss character emerges. At this time, the strength gauge (hit points) for the boss is displayed. When your attack on the boss character is successful, the boss's strength gauge will decline. However, some boss characters have the capacity to restore their strength.

It is possible to fast-forward through a video or conversation with a townsperson by pressing the Square button. You can also skip a video by pushing the Select button.

Displays during Special Events

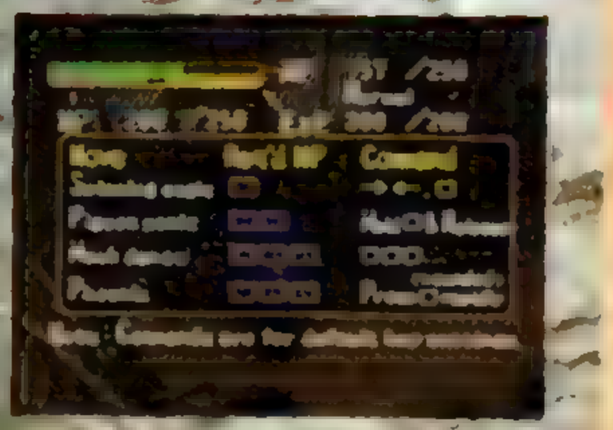
Events occurring for Kotaro only:

In one event, Kotaro must find a way to escape from an area within a specified time limit. During this event, the remaining time is displayed in the lower right corner of the screen.

Events occurring for both Kotaro and Lin:

In this event, the character must defeat enemies that appear one after the other. During this event, the number of slain enemies is displayed in the upper right corner of the screen.

Explanation Of The Windows



Status Screen

The Status Screen opens when you press the Start button during play.

HIT POINTS: Numerically displays the character's current hit points and maximum hit points. The maximum hit points value does not change.

STATUS: Display's the character's status as Normal, Weak (at a dangerous level), or Poisoned.

MENTAL POINTS: Numerically displays the character's current mental points and maximum mental points. The maximum points value does not change.

EXPERIENCE: Numerically displays the character's current experience and experience necessary to learn the next technique.

TECHNIQUE NAME: Name of the current technique.

REQUIRED MENTAL POINTS: Shows the mental strength needed to perform the technique.

COMMAND: Displays key operations for performing the technique.

Description of the Menu Window

Press the Select button during the game to open the Menu Window. Select an item in the menu using the Directional Buttons/Left Stick and enter the selection by pressing the X button. To return to the game screen, press the O button or select Return and press the X button.

EQUIPMENT: Enables selection of weapons, and items.

SETTINGS: For setting various functions during play.

MAP: Displays your character's current position.

Equipment Screen

CHECK: Displays a description of the selected item of equipment.

USE: Uses a selected item, such as herbs.

EQUIPMENT: Selects a weapon or item to use.

RETURN: Returns you to the previous screen.

Option Screen

FEEDBACK: Toggles the vibration function On and Off.

SOUND: Toggles the sound setting between Stereo and Mono.

MUSIC: Toggles the background music On and Off.

SOUND: Toggles sound effects On and Off.

COLOR: Allows you to choose from eight colors of blood.

Button Configuration

You can change what functions are assigned to each button on the controller. First select a button you wish to change, then select a button whose function you wish to assign to the first button.

Map Screen

This screen displays a map of the area in which your character is located. The current position of your character is indicated in red. The areas in which your character has already explored are outlined in white.

The Main Characters

Hiba Kotaro, ronin

Age: 25. Height: 5' 10". Weight: 168lbs.

As a youth, Kotaro showed an extraordinary gift for using a sword. Although he was lazy and practiced very little, he never lost a match. He has many tremendous sword techniques that perhaps stem from his unbridled disposition, and he has managed to fuse techniques he learned at the dojo with breathing techniques he picked up in actual combat after leaving the clan.

Kotaro was born in the Matsuna Domain, which serves as the setting of this story. His parents died when he was a child. Later, Kotaro began to frequent the kendo dojo, where he refined his sword fighting skills along with the adopted son of the dojo, Koizumi Yukinosuke. The two soon distinguished themselves from the rest and were regarded as elite throughout Matsuna. Word came from the castle enthusiastically encouraging them to offer their services. However, Kotaro had no interest in such pursuits and ran away from Matsuna on the pretense that he was taking a journey to learn from the great masters of the country. Now, after several years have passed, Kotaro returns to visit his parents' gravesite.

Hiba Kotaro's Default Technique

Hawk Crow: Three consecutive slashes. Press the Square button three times. Timing is essential.

Techniques available to Hiba Kotaro

Ordinary Techniques

Kotaro can employ these techniques from the start of the game. They do not consume mental strength. Speed of movement and input timing for repetitive techniques can vary according to the type of weapon wielded.

Shrike

Thrust: Press Directional Buttons/Left Stick forward in relation to Kotaro and press the Square button.

Kingfisher

Left slash (right slash): Press Directional Buttons/Left Stick left or right in relation to Kotaro and press the Square button.

Swallow Slash

Spin strike: Press Directional Buttons/Left Stick backward in relation to Kotaro and press the Square button.

Asuka

Jump strike: Press the Square button during a jump (X button).

Ordinary techniques available only when wielding swords in the two-sword style

Scythe Cyclone

Up to three successive strikes: Press the Square button three times at the correct timing.

Moon Cross

Thrust: Press Directional Buttons/Left Stick forward in relation to Kotaro and press the Square button.

Crescent Moon

Left slash (right slash): Press Directional Buttons/Left Stick left or right in relation to Kotaro and press the Square button.

Hazy Moon

Spin strike: Press Directional Buttons/Left Stick backward in relation to Kotaro and press the Square button.

Ordinary techniques used with draw swords

Draw and slash: Square button

- It is not possible to execute a jump (or jump strike) when wielding draw swords. Nor can you guard against an enemy attack.

Evasive Techniques

Dodging Plover/Twin Dodging Plover

Dodge an attack: In time with an enemy attack, press the Square button while holding down the R1 button.

Dodging Ibis/Twin Dodging Ibis

Dodge and counterattack: In time with an enemy attack, press the Square button while holding down the R1 button.

- Twin Dodging Plover and Twin Dodging Ibis are performed when wielding swords for the two-sword style.
- Dodging Ibis and Twin Dodging Ibis are possible when the buttons are pressed at a specific timing.

Deathblows

Acquired after gaining a specific level of experience, deathblows deal more damage than ordinary techniques and allow you to attack multiple enemies simultaneously, but using them reduces your mental points.

Spinning Eagle

Kotaro spins once clockwise, striking in all directions. Required mental points: 50. Press the Square button after pushing the Directional button/Left and then right

Hawk Dance

Five consecutive slashes following three Hawk Crow attacks. Required mental points: 100. Tap the Square button repeatedly right after executing Hawk Crow (tap the Square button three times).

Pigeon Sonic

Releases a shock wave along the ground. Required mental points: 150. Hold down the Square button until energy has accumulated, then release.

Lin of Sekirei, Bakufu spy

Age: 18, Height: 5', Weight: 105 lbs.

Lin has undergone years of training to become a Bakufu spy. The arts she has studied include kicking techniques, and she can hurl objects such as throwing knives. Though not as strong as her male counterparts, she uses her lightness and agility to wreak havoc on her opponents.

Lin and her brother Shinjiro lived together as orphans on a dry riverbed in Edo. That is where the chief of the Bakufu's spy group found them. After undergoing

strenuous training, brother and sister became members of the spy group. One day a troopship loaded with gold ingots and weapons to be presented to the Bakufu became lost somewhere off of Matsuna. In order to determine what happened to the troopship, the Bakufu sent Shinjiro, now the chief of the spy group, into Matsuna. But they lost all contact with him. Subsequently, the Bakufu sent three more spies, Genzo, Hanbei, and Takemaru into Matsuna. The Bakufu ordered Lin to stay behind. However, being extremely concerned for Shinjiro, her only remaining blood relative, Lin ignored the order and stole into Matsuna on her own.

Lin's Default Technique

Narcissus: Five consecutive slashes. Press the Square button five times. Timing is essential.

Techniques available to Lin of Sekirei

Ordinary Techniques Using a Sword

Lin can employ these techniques from the start of the game. They do not consume mental strength. Speed of movement and input timing for repetitive techniques can vary according to the type of weapon wielded.

Buttercup

Thrust: Press Directional Buttons/Left Stick forward in relation to Lin and press the Square button.

Hydrangea

Left slash (right slash): Press Directional Buttons/Left Stick left or right in relation to Lin and press the Square button.

Baslam

Spin strike: Press Directional Buttons/Left Stick backward in relation to Lin and press the Square button.

Iris

Jump strike: Press the Square button during a jump.

Evasive Techniques

Scabiosaefolia

Dodge an attack: In time with an enemy attack, press the Square button while holding down the R1 button.

Cluster Amaryllis

Dodge and counterattack: In time with an enemy attack, press the Square button while holding down the R1 button.

- Cluster Amaryllis is possible when the buttons are pressed at a specific timing.

Deathblows Using a Sword

Acquired after gaining a specific level of experience, deathblows deal more damage to an opponent than ordinary techniques. Deathblows also allow you to attack multiple enemies simultaneously. However, using them reduces your mental points.

Amaryllis

A Narcissus (five consecutive slashes) followed immediately by rapid slashing. Required mental points: 100. Press the Square button five times for the Narcissus, followed immediately by rapidly pressing the Square button.

Cherry Blossoms

Fluttering cherry blossoms. Inflicts great damage on all enemies within the screen. Required mental points: 150. Rapidly press the Square button (only effective when points are dangerously low).

Deathblows Using Shuriken

Lin's abilities allow her to learn deathblows using Shuriken. Some techniques can only be used under certain conditions. Using these techniques reduces her mental points.

Agave

Throws three Shurikens at one target.
Required mental points: 50. Press the R1 button + Directional Buttons/Left Stick + O button

Night Queen

Throws five Shurikens in a fan-shaped trajectory, striking multiple enemies.
Required mental points: 50. Press the R1 button + Directional Buttons/Left Stick + O button

Deathblows Using Shuriken (must be wielding the Raimei)

Crimson Peacock: Hurls the Shuriken with increased power.
Required mental points: 50. Press the R1 button + Directional Buttons/Left Stick + O button

Flame Lily: Simultaneously throws eight Shurikens straight ahead.
Required mental points: 50. Press the R1 button + Directional Buttons/Left Stick + O button

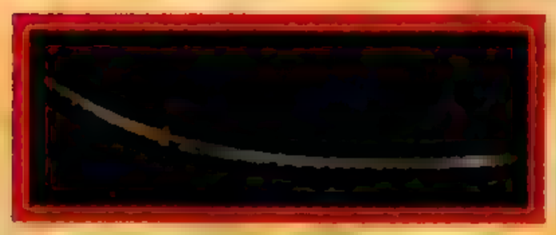
Weapons And Items

All weapons and items other than those the player possesses at the beginning of the game can be found somewhere during play. Not all items that can be found during the game are listed below.

Weapons available to Hiba Kotaro

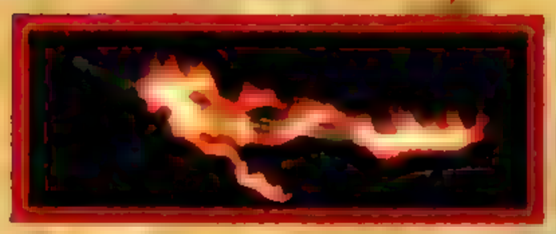
Denta:

Kotaro is equipped with this sword at the beginning of the game. Once a fine sword, it has lost some of its edge through years of battles.



Monohoshizao:

Named for its extreme length, this sword is famous for being used by Sasaki Kojiro, who crossed swords with Miyamoto Musashi.



Doujikiri:

Known as the sword that was used to kill Shuten Doji

Masamune:

A short sword popularly called the Knife of Masamune. Enables the user to attack with lightning quick speed.

Muramasa:

Legend has it that this is a magical sword. Perhaps for this reason it can only be drawn from a sheathed state to attack.

Kogarasumaru and Onimaru:
A pair of the finest swords made in Japan, designed for the two-sword style.

Rusted Sword:
Inscribed only with the word "Nihon (Japan)," this sword is covered in rust.

Swords available to Lin of Sekirei

Reimei:
Although the blade is not very sharp, this is Lin's favorite sword, which she possesses at the start of the game.

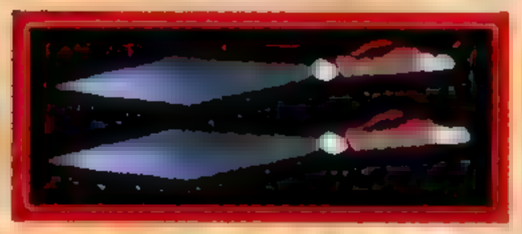
Shigure:
Rather large for a Ninja sword, the Shigure was designed for battles.

Raimei:
True to its name, this sword has the force of thunder, evoking lightning with each stroke.

Byakuya:
An excellent easy-to-wield sword that is said to have been crafted by the sorcerer Kashin Koji.

Rakuyo:
A famous sword said to be connected to a Buddha incarnation and known to have a tremendously sharp edge.

Other Weapons available to Lin of Sekirei

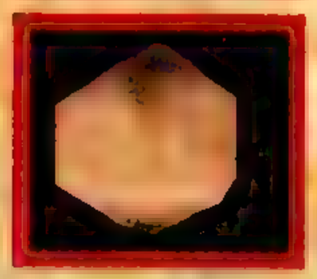


Shuriken:
A small dagger that is also know as "kumu." It is thrown at targets beyond reach.

Explosive Shuriken:
A Shuriken that is loaded with a small explosive charge. Although not powerful, it explodes on impact.

Happourinkosho:
Originally used for religious purposes, this weapon is very destructive and will pierce the enemy.

Horokudama:
No need to light this bomb. It will explode on contact.

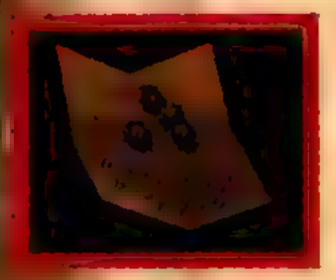
Enmakudama:


On impact, this bomb will create a smoke screen that will obscure your opponent's vision.

Items (Medicines)

Heal Herb:
Apply to a wound to prevent festering. Restores HIt Points (slight).

Ointment:
Apply this medicinal salve to stop the bleeding and prevent festering. Restores HIt Points (medium).



Foreign Medicine:
It is unknown what these pills are composed of. but they are extremely effective. Restores strength (great).

Antidote:
Grind and take internally to neutralize an ingested poison (restores a poisoned character to health).

Other items available to Hiba Kotaro

Statue of Two-Handed Demon:
A statue of 2 demons united back to back; one holding a sword and another; a bow and arrow.

Iron Key:
A key made of iron.

Other items available to Lin of Sekirei

Code Letter:
A letter written in characters that only a Bakufu spy can read.

Gold Buttons:
A group of three gold buttons.

Broken Plaque:
A religious picture tablet broken into two fragments. one each for brother and sister.

Other Characters

Koizumi Yukinosuke

When growing up, Koizumi was friends with Kotaro. Today he is the master of Koizumi Dojo. An expert of Koizumi-style sword fighting, he continued to devote himself to mastering his art after Kotaro left Matsuna and is said to be the most expert swordsman in the domain today. However, rather than resting on his laurels, Yukinosuke continues to train. Having already mastered swordsmanship, Yukinosuke is developing a new technique called Third Level Ikiai to add to the Koizumi-style. The new technique is aimed at actual combat.

Shinjiro of Tsubame

Growing up as an orphan with his sister Lin, Shinjiro was taken in by the head of the Bakufu spy group and now occupies that position himself. Shinjiro's weapon is a type of halberd that was passed on from the late head of the spy group. The halberd is capable of causing much damage to an opponent, but it is very heavy and awkward to manipulate for an ordinary person.

Kiryu Gendo

The feudal lord of Matsuna who has the ambition to gain supremacy of the country. He has staffed himself with Yuki Kurando, who is well versed in various military tactics, and has been developing a plan to mount a large-scale revolt against the Bakufu government. In preparation for this revolt, Gendo seizes a Bakufu troopship carrying gold ingots, gaining control of enormous wealth. He is nearly prepared to launch the revolt when he learns that a Bakufu spy has infiltrated his domain. He begins to take countermeasures against this new development.

Murokumu

He is the chief priest of a temple at the edge of town. Kotaro knew Murokumu in the past, but on a recent meeting Murokumu was nearly twice the size of Kotaro and wore an evil expression not becoming of a priest.

Otori Soiken

Soiken was originally a scholar of Western knowledge in Edo. At that time, Yuri Kurando approved the research he was working on, enabling him to travel to Matsuna. Currently, he has converted the depths of an underground cave in Matsuna into a laboratory, where he is performing several mysterious experiments on corpses.

Ryu Oda

A military strategist serving the Matsuna lord, Kiryu Gendo. He is of slight build and appears feeble on first glance. However, being a skillful orator, he can be very intimidating.

Karasubane

Karasubane is the leader of an all-woman group of thieves known as the Tengu Band who reside deep in the Raven Forest. She was abandoned in this forest as an infant because of an unsightly birthmark on her face. Somehow she managed to survive, but still bears ill will against those who abandoned her. She found other women who had lived through similar circumstances and with them formed the Tengu Band. They have vowed to avenge themselves on the world. Those who enter Raven Forest: Beware! If you are a woman, they will kill you in cold blood. If a man, they will enslave you for life. One day, Karasubane received a large sum of money from Yuki Kurando and agreed to undertake the job he requested.

Credits

KONAMI COMPUTER ENTERTAINMENT SAPPORO CO., LTD.

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Producer:
Kengo Nakamura

Executive Producer:
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Sound Team:
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Movie Team:
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Taketo Nakamura
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Suikoden II®

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